

IN THE CLAIMS

Please amend or cancel claims as indicated in the parentheses after the claim numbers:

1. (Canceled)
2. (Canceled)
3. (Canceled)
4. (Canceled)
5. (Canceled)
6. (Canceled)
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16. (Canceled)
17. (Canceled)
18. (Canceled)
19. (Canceled)
20. (Canceled)
21. (Canceled)
22. (Canceled)

23. (Currently amended) The method of creating a character ~~effigy~~ according to Claim 28, wherein said step of providing ~~a single~~ an item which is flexible and is configurable to ~~be planar~~ define a surface which is generally flat includes:

providing an item having first and second surfaces and at least first, second and third edges, and wherein said character feature is defined portrayed on said first

surface.

24. (Currently amended) The method of creating a character effigy according to Claim 23, wherein the step of manipulating is accomplished by folding said item ~~to simulate the body of the character effigy.~~

25. (Currently amended) The method of creating a character effigy according to Claim 23, wherein the step of manipulating is accomplished by rolling said item ~~to simulate the body of the character effigy.~~

26. (Currently amended) The method of creating a character effigy according to Claim 23, wherein the step of manipulating is accomplished by folding and rolling said item ~~to simulate the body of the character effigy.~~

27. (Canceled)

28. A method of creating a character effigy, comprising the steps of:

providing a ~~single~~ an item which is flexible and is configurable to ~~[[be]]~~ define a surface which is generally planar flat;

defining portraying at a location on the ~~[[item]]~~ surface, proximate a first edge thereof, ~~an unobtrusive~~ at least one first character feature, dissociated from another second character feature when the item is so configured, said character features representative of ~~[[only]]~~ head characteristics, said feature features having no significant context of a complete character effigy when said item is ~~in a planar configuration~~ so configured in a first configuration; and

manipulating the item between the ~~planar configuration and a non-planar~~ said first configuration and a second configuration by overlapping a portion of the item onto another portion thereof in a direction toward said first edge, wherein, when the item is in the planar first configuration, it serves a practical function, and, when it is in the ~~non-planar~~ second configuration, it gives context to a complete character effigy by simulating the body of the character effigy with the character feature features positioned appropriately with respect to the simulated body formed by the item to ~~simulate~~ suggest the character's head.